

Method and System for Managing Innovation by Encouraging
Reusability and Subsequent Reuse of Design Components

ABSTRACT

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A method and system for designing electronic devices by encouraging reuse as a design principle and rewarding both the design of re-usable components as well as the subsequent reuse of such components. Typically, a design team evaluates each component in a proposed device for its potential to be implemented with a previously designed component. If a decision is made to forego previously designed components, the design team is encouraged to incorporate re-usability principles into the component design by a reward or compensation structure that rewards both the individual members of a team as well as the corporate entity to which the design team is assigned. The reward structure also encourages teams to use existing designs wherever possible by rewarding a team that reuses an existing component. An innovation administrator may adjust the relative rewards for incorporating reusability into a design vs. reusing a design to effect a preference for innovation in selected areas.